

## CLAIMS

The invention is claimed as follows:

- 5     1.     A gaming device comprising:
- a housing;
- a refractive light display connected to said housing, said refractive light display including at least one refractive surface;
- at least one light source connected to said housing for directing light
- 10    into the refractive light display; and
- a processor for controlling the light source to selectively direct light into the refractive light display to illuminate the refractive surfaces in the refractive light display in coordination with a game function.
2.     The gaming device of Claim 1, wherein said refractive light display
- 15    includes a plurality of refractive surfaces which form a symbol, image, pattern or design.
3.     The gaming device of Claim 1, wherein the refractive light display includes a transparent edge-lit material.
4.     The gaming device of Claim 1, wherein the refractive light display
- 20    includes a translucent edge-lit material.

5. The gaming device of Claim 1, which includes a symbol display connected to the housing adjacent to the refractive light display, said symbol display including at least one symbol.

6. The gaming device of Claim 5, wherein the symbol display includes a plurality of symbols.

7. The gaming device of Claim 5, wherein the symbol display is a video display device.

8. The gaming device of Claim 5, wherein the symbol display is a mechanical display device.

9. The gaming device of Claim 5, wherein the symbol display is an award wheel controlled by the processor having a plurality of sections each including at least one symbol.

10. The gaming device of Claim 9, wherein at least one of the sections includes a plurality of symbols.

11. The gaming device of Claim 5, wherein the symbol display includes at least one player selectable selection associated with at least one symbol of the symbol display.

12. The gaming device of Claim 1, which includes a plurality of light sources mounted to the housing adjacent to the refractive light display and controlled by the processor.

13. The gaming device of Claim 12, wherein the plurality of light sources  
5 include a plurality of lights.

14. The gaming device of Claim 1, wherein the light source includes a plurality of lights.

15. The gaming device of Claim 14, wherein the plurality of lights are the same color.

10 16. The gaming device of Claim 14, wherein the plurality of lights are different colors.

17. The gaming device of Claim 1, wherein the refractive light display includes at least one section of edge-lit material having at least one refractive surface.

15 18. The gaming device of Claim 17, wherein the section of edge-lit material includes a reflective material to prevent light from exiting at least one edge of said edge-lit material.

19. The gaming device of Claim 18, wherein the reflective material is a reflective coating on said edge.

20. The gaming device of Claim 18, wherein the reflective material is a material selected from the group consisting of: metallic paints, metal tapes,  
5 and metallic coatings.

21. The gaming device of Claim 1, wherein the refractive light display is made from an acrylic edge-lit material.

22. The gaming device of Claim 1, wherein the refractive light display is made from an edge-lit material selected from the group consisting of: plastic  
10 and glass.

23. The gaming device of Claim 1, wherein the refractive light display includes a plurality of layers of edge-lit material.

24. The gaming device of Claim 23, wherein each layer of edge-lit material includes at least one refractive surface.

15 25. The gaming device of Claim 24, which includes a plurality of light sources connected to the housing, wherein each light source is positioned to direct light into one of said layers of edge-lit material.

26. The gaming device of Claim 1, wherein the game function includes a game mode.

27. The gaming device of Claim 26, wherein the game mode is a mode selected from the group consisting of: an attract mode, an idle mode, a normal mode, a game mode, a bonus game mode, a game start mode, a jackpot mode, a cash out mode, and a player tracking mode.

28. A gaming device comprising:

a housing;

a refractive light display connected to said housing, said refractive light display including at least one refractive surface;

a symbol display connected to said housing and positioned adjacent to the refractive light display, said symbol display having at least one symbol;

at least one light source connected to said housing for directing light into the refractive light display; and

a processor for controlling the light source to selectively direct light into the refractive light display to illuminate the refractive surfaces in the refractive light display and for indicating at least one symbol on the symbol display or at least one game mode.

29. The gaming device of Claim 28, wherein the light source includes a plurality of lights.

30. The gaming device of Claim 29, wherein the plurality of lights are the same color.

31. The gaming device of Claim 29, wherein the plurality of lights are different colors.

5 32. The gaming device of Claim 28, wherein the symbol display includes a plurality of symbols.

33. The gaming device of Claim 28, wherein said symbol display is an award wheel controlled by the processor, and which includes a plurality of award symbols.

10 34. The gaming device of Claim 28, wherein said symbol display is at least one reel.

35. The gaming device of Claim 34, wherein said refractive surface forms at least one payline associated with said reel.

15 36. The gaming device of Claim 28, wherein said symbol display includes a plurality of player selectable selections.

37. The gaming device of Claim 28, wherein said symbol display is a video display device.

38. The gaming device of Claim 28, wherein the refractive light display includes a plurality of refractive surfaces which form a pattern, image or design.

39. The gaming device of Claim 28, wherein the refractive surface functions  
5 as a symbol indicator.

40. A gaming device comprising:

a housing;

an award display movably mounted to said housing, said award display including at least one award symbol;

10 a refractive light display mounted to said housing and adjacent to said award display, said refractive light display including at least one refractive surface;

at least one light source connected to said housing for directing light into the refractive light display; and

15 a processor for controlling said award display and the light source to selectively direct light into the refractive light display to illuminate the refractive surfaces in the refractive light display and for indicating at least one symbol on the award display or at least one game mode.

41. The gaming device of Claim 40, wherein the refractive surface functions  
20 as an award indicator selected from the group consisting of: a pointer, barrier, box, area, payline and indicator.

42. The gaming device of Claim 40, wherein the light source includes a plurality of lights.

43. The gaming device of Claim 42, wherein the lights are different colors.

44. The gaming device of Claim 40, wherein the award display is an award  
5 wheel rotatably mounted to the housing and having a plurality of award symbols.

45. A gaming device comprising:

a housing;

an award display movably mounted to said housing, said award display

10 including at least one award symbol;

a refractive light display movably mounted to said housing and adjacent  
to said award display, said refractive light display including at least one  
refractive surface;

at least one light source connected to said housing for directing light  
15 into the refractive light display; and

a processor for controlling said award display and the light source to  
selectively direct light into the refractive light display to illuminate the refractive  
surfaces in the refractive light display and for indicating at least one symbol on  
the award display or at least one game mode.



46. The gaming device of Claim 45, wherein said processor is adapted to cause the award display and said refractive light display to move in the same direction.

47. The gaming device of Claim 45, wherein said processor is adapted to  
5 cause the award display and said refractive light display to move in different directions.

48. The gaming device of Claim 45, wherein the light source includes a plurality of lights.

49. The gaming device of Claim 48, wherein the lights are different colors.

10 50. A gaming device comprising:  
a housing;  
a reel mounted to said housing, said reel having at least one symbol;  
a refractive light display mounted to said housing adjacent to said reel,  
said refractive light display having at least one refractive surface that functions  
15 as a pay indicator;  
at least one light source connected to said housing for directing light  
into the refractive light display; and  
a processor for controlling the light source to selectively direct light into  
the refractive light display to illuminate the refractive surfaces in the light  
20 display to indicate at least one symbol or at least one game mode.

51. The gaming device of Claim 50, wherein the reel includes a plurality of symbols.

52. The gaming device of Claim 50, wherein the award display includes a plurality of reels with a plurality of symbols.

5 53. The gaming device of Claim 50, which includes a plurality of refractive surfaces that function as paylines.

54. The gaming device of Claim 50, wherein the pay indicator is selected from the group consisting of: a payline, barrier, an arrow, an area and a box.

55. The gaming device of Claim 50, wherein the pay indicator extends  
10 horizontally, vertically, diagonally or any combination thereof.

56. A gaming device comprising:

a housing;

a refractive light display connected to said housing, said refractive light display including at least one refractive surface;

5 at least one light source connected to said housing for directing light into the refractive light display;

a sub-processor for controlling the light source to selectively direct light into the refractive light display to illuminate the refractive surfaces in the light display; and

10 a processor for communicating with the sub-processor and for co-acting with the refractive light display to indicate a game function or a game mode.

57. A gaming device comprising:

a housing;

15 a refractive light display connected to said housing, said refractive light display including at least one refractive surface and at least one reflective layer;

at least one light source connected to said housing for directing light into the refractive light display; and

20 a processor for controlling the light source to selectively direct light into the refractive light display to illuminate the refractive surfaces in the refractive light display and to indicate a game function or a game mode, wherein the reflective layer prevents said light from exiting from at least one portion of the refractive light display.

58. The gaming device of Claim 57, wherein the reflective layer includes a reflective material.

59. The gaming device of Claim 58, wherein the reflective material is selected from the group consisting of: metallic paints, metal tapes, and metallic  
5 coatings.

60. The gaming device of Claim 57, wherein the refractive light display includes a plurality of refractive surfaces and reflective layers.

61. A gaming device comprising:

a housing;

10 a refractive light display mounted to said housing having a plurality of layers, each said layer including at least one refractive surface;

a plurality of light sources connected to said housing for directing light into each of said layers; and

15 a processor for controlling the light sources to selectively direct light into the refractive light display to illuminate the refractive surfaces in the layers to coordinate with a game function, indicate at least one symbol or indicate a game mode.

62. The gaming device of Claim 61, wherein the refractive surfaces form a pattern, image or design.

63. A method for operating a gaming device, said method comprising the steps of:

- (a) activating a symbol display including a plurality of symbols in a game;
- (b) causing a light source to direct light into at least one edge of a refractive light display adjacent to said symbol display; and
- (c) refracting light from at least one refractive surface in the refractive light display to indicate at least one of the symbols of the symbol display.

64. The method of Claim 63, wherein the symbol display is an award wheel having a plurality of award symbols.

65. The method of Claim 63, which further includes the step of moving the symbol display and the refractive light display simultaneously.

66. The method of Claim 63, which further includes the step of alternately moving the symbol display and the refractive light display.

67. A method for operating a gaming device, said method comprising the steps of:

- (a) spinning one or more reels;
- (b) causing a light source to direct light into at least one edge of a refractive light display; and
- (c) refracting the light from at least one refractive surface in the refractive light display to illuminate a pay indicator for said reels.

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